1   1.   A game system, the game system comprising:

2   a plurality of physically separated player-machines, wherein each physically

3   separated player-machine includes its own CPU and software for

4   allowing a player to play at least one game that requires suffcient skill

5   such that it is not primarily a game of chance, wherein said player is

6   entitled to play said at least one game due to an economic

7   consideration, and is adapted for developing digital information

8   resulting from play of said at least one game;

9   an award server including a CPU and software, physically separated from

10   said plurality of player-machines and coupled with said plurality of

11   player-machines for digital communication therewith, wherein said

12   digital communication includes game information and award

13   information associated with said at least one game.

1   2.   The game system as recited in Claim 1, further comprising a network

2   coupling said plurality of player-machines to said award server.

1   3.   The game system as recited in Claim 2, wherein said network includes a

2   serial transmission protocol.

1   4.   The game system as recited in Claim 3, wherein said serial transmission

2   protocol is an RS-232 protocol.

1   5.   The game system as recited in Claim 1, wherein said award server provides

2   awards based on one or more criteria, selected from a group consisting

3   essentially of:

4   a game result;

5   a progressive score;

6   a completion of a specific task;

7   an attainment of a specific goal; and

8   a number of players playing.

6. The game system as recited in Claim 5, wherein said progressive score is associated with a progressive bonus that is based on contributions made by said plurality of physically separated player-machines, and wherein said progressive score can be incremented or decremented based on a multiplier associated with said contributions.

7. The game system as recited in Claim 6, wherein said contributions are based on one or more events, said one or more events comprising:

consideration generated from at least one of said plurality of physically separated player-machines; and

attainment of at least one pre-determined goal by at least one player playing at said plurality of physically separated player-machines.

8. The game system as recited in Claim 1, wherein said award server provides non-monetary awards.

9. A method for a game system, the method comprising:
allowing a player to play at least one game that requires sufficient skill such that said at least one game is not primarily a game of chance, said at least one game being played on one of a plurality of physically separated player-machines in said game system, wherein each physically separated player-machine includes its own CPU and software for allowing said player to play said at least one game, where each of said plurality of physically separated player-machines is adapted to develop digital information resulting from play of said at least one game and for being in digital communication with other physically separated player-machines, wherein said player is entitled to play said at least one game due to an economic consideration;

13   digitally communicating with an award server including its own CPU and

14   software by said plurality of physically separated player-machines

15   wherein said award server is physically separated from said plurality

16   of physically separated player-machines, and wherein said digital

17   communication includes game information and award information

18   associated with said at least one game.

1   10.   The method as recited in Claim 9, wherein said digital communication is over

2   a network.

1   11.   The method as recited in Claim 10, wherein said network includes a serial

2   transmission protocol.

1   12.   The method as recited in Claim 11, wherein said serial transmission protocol

2   is an RS-232 protocol.